

FIG. 1

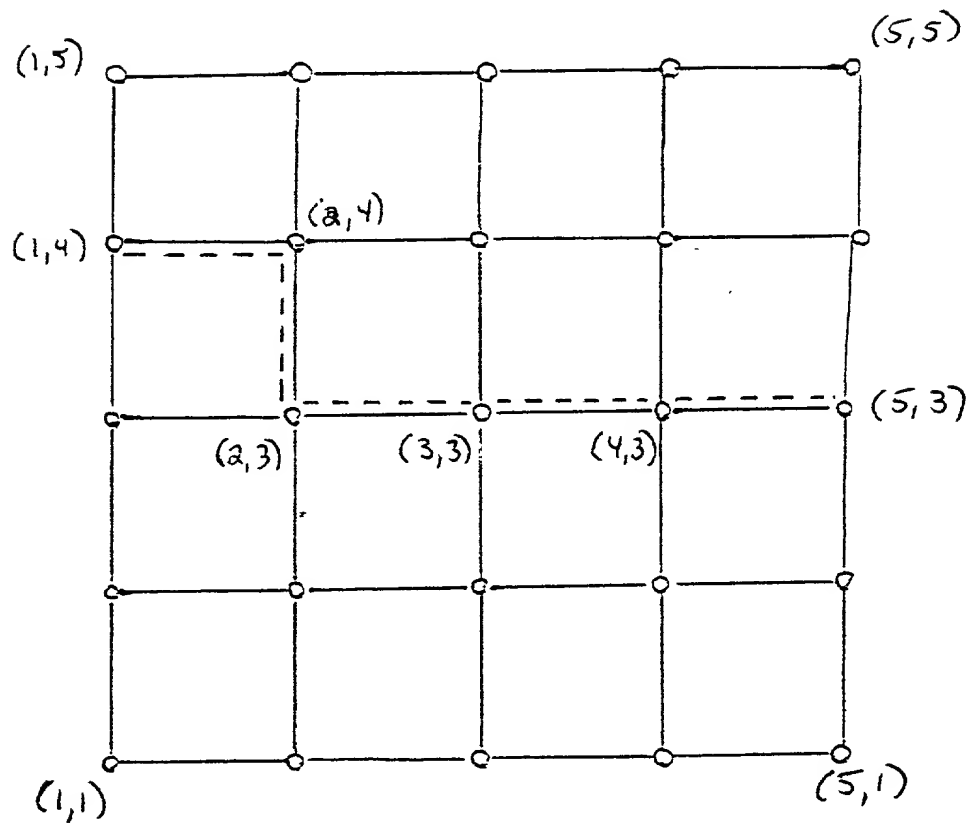


FIG. 2

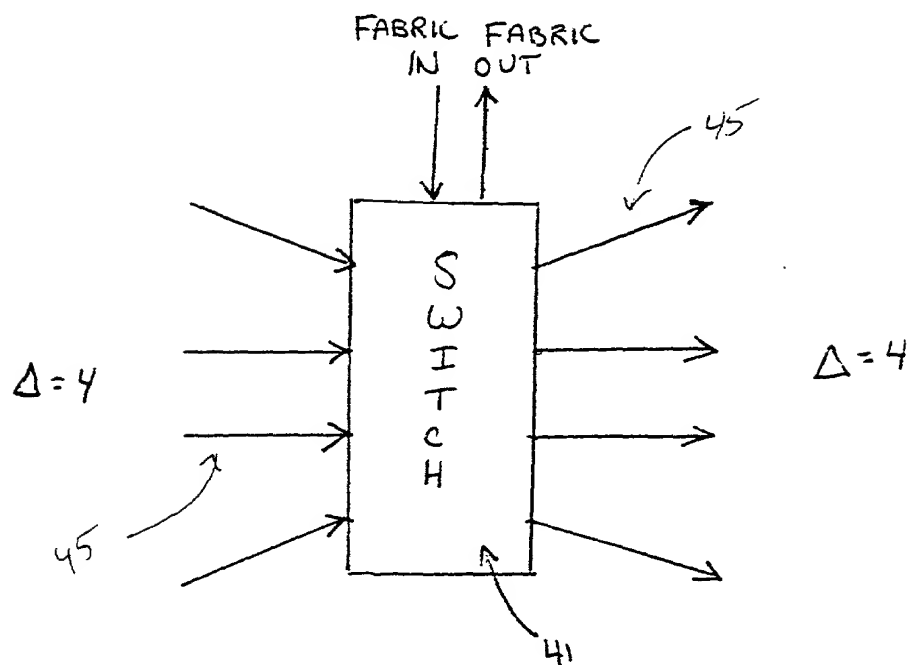


FIG. 3

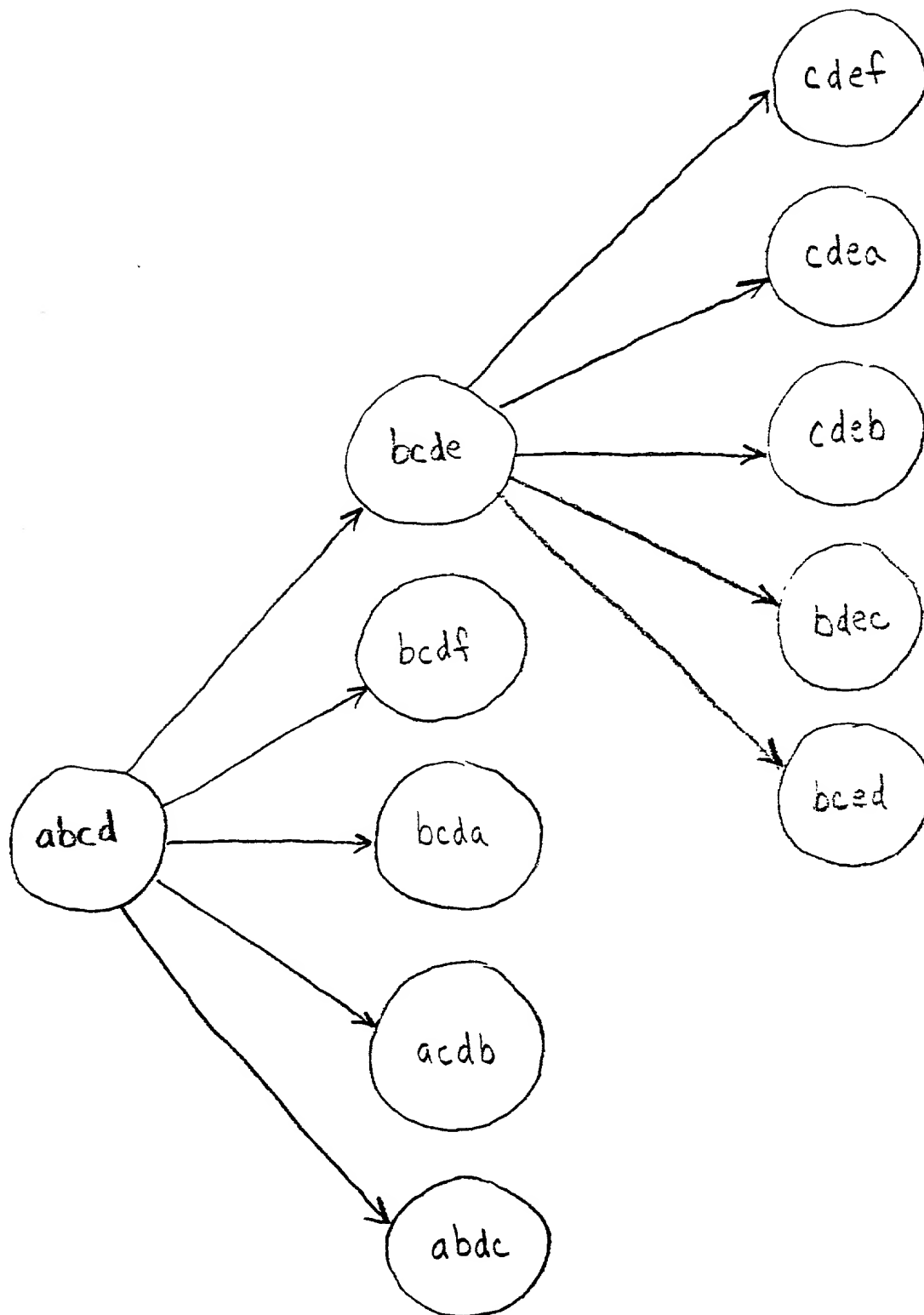


FIG. 4A

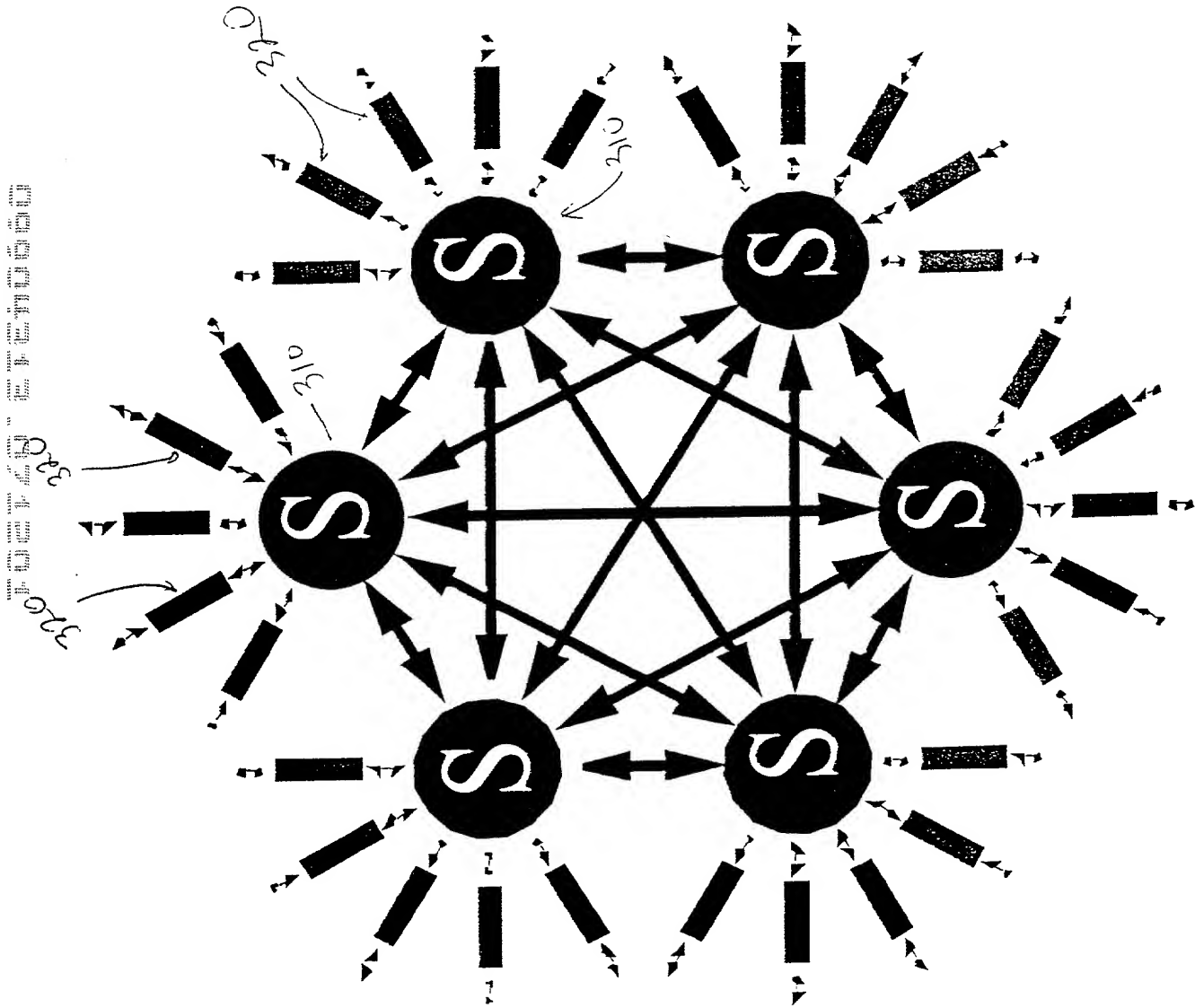


Fig. 4b

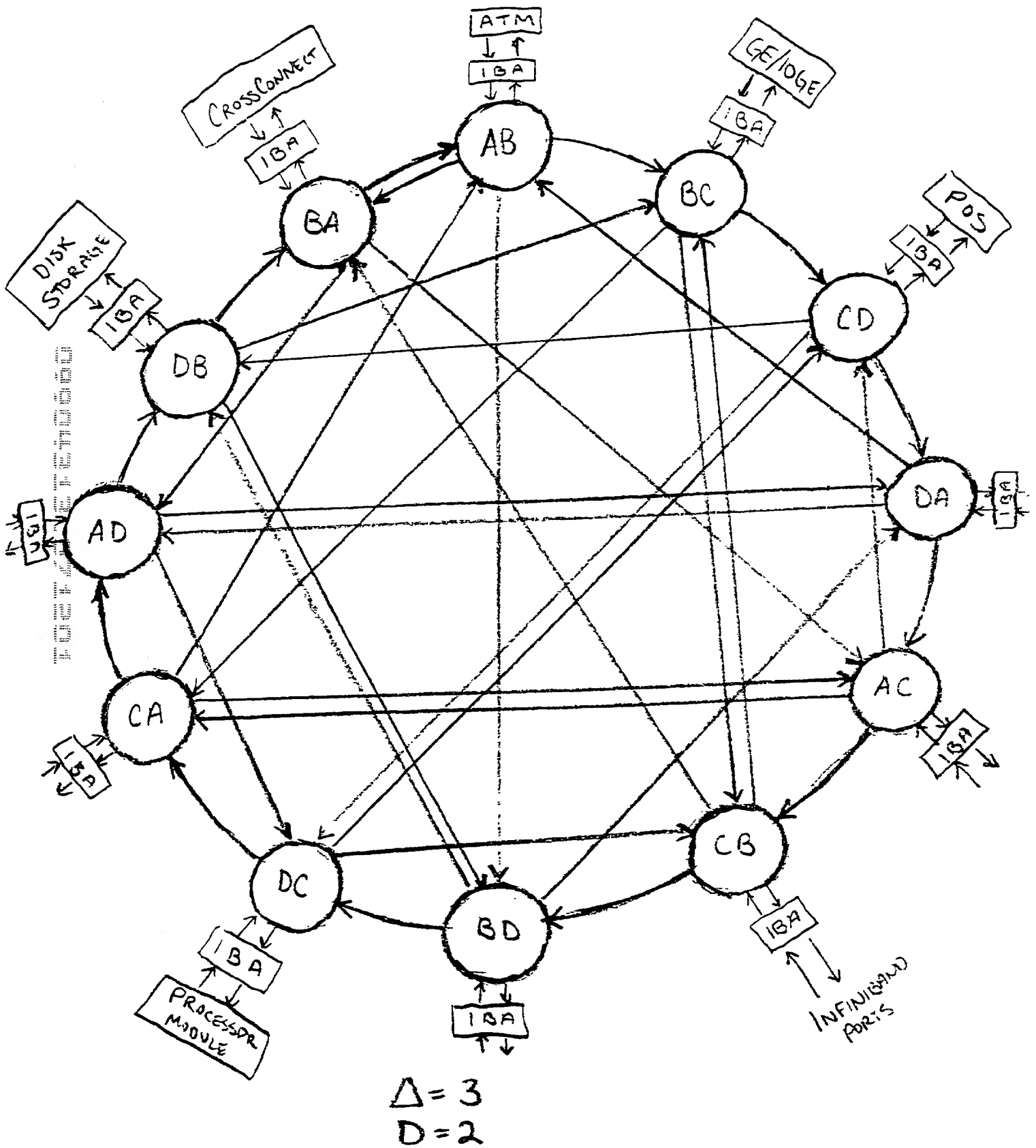


FIG. 5A

ADJACENCY TABLES FOR NODES
IN FIG. 5A

AB AB → BC AB → BD AB → BA	AC AC → CB AC → CD AC → CA	AD AD → DB AD → DC AD → DA
BA BA → AC BA → AD BA → AB	BC BC → CD BC → CA BC → CB	BD BD → DA BD → DC BD → DB
CA CA → AB CA → AD CA → AC	CB CB → BD CB → BA CB → BC	CD CD → DA CD → DB CD → DC
DA DA → AB DA → AC DA → AD	DB DB → BA DB → BC DB → BD	DC DC → CA DC → CB DC → CD

FIG. 5B

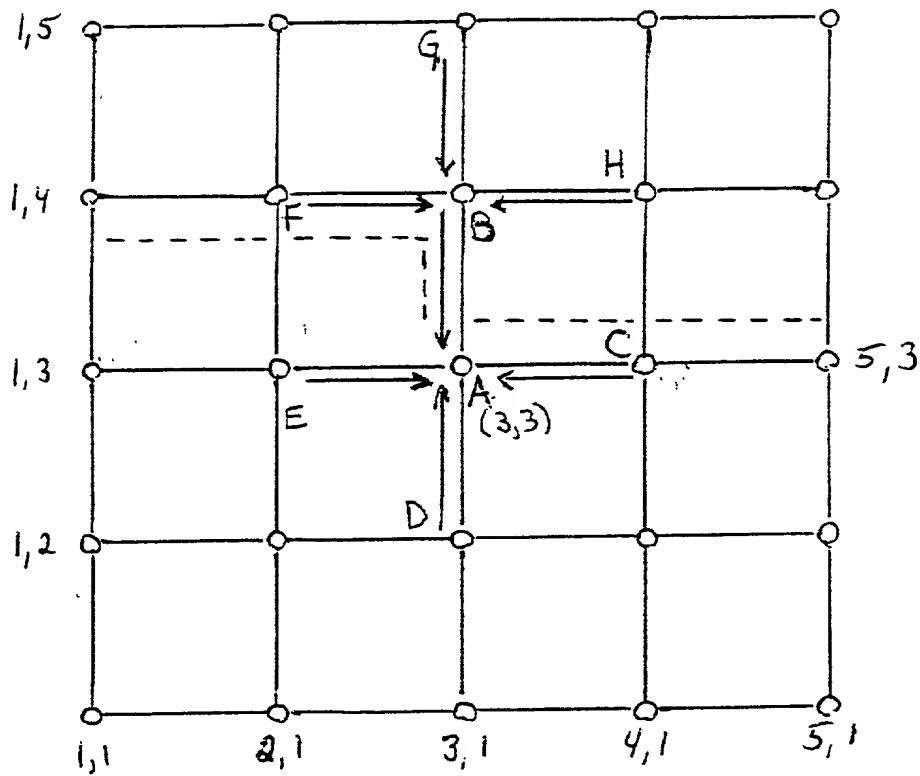
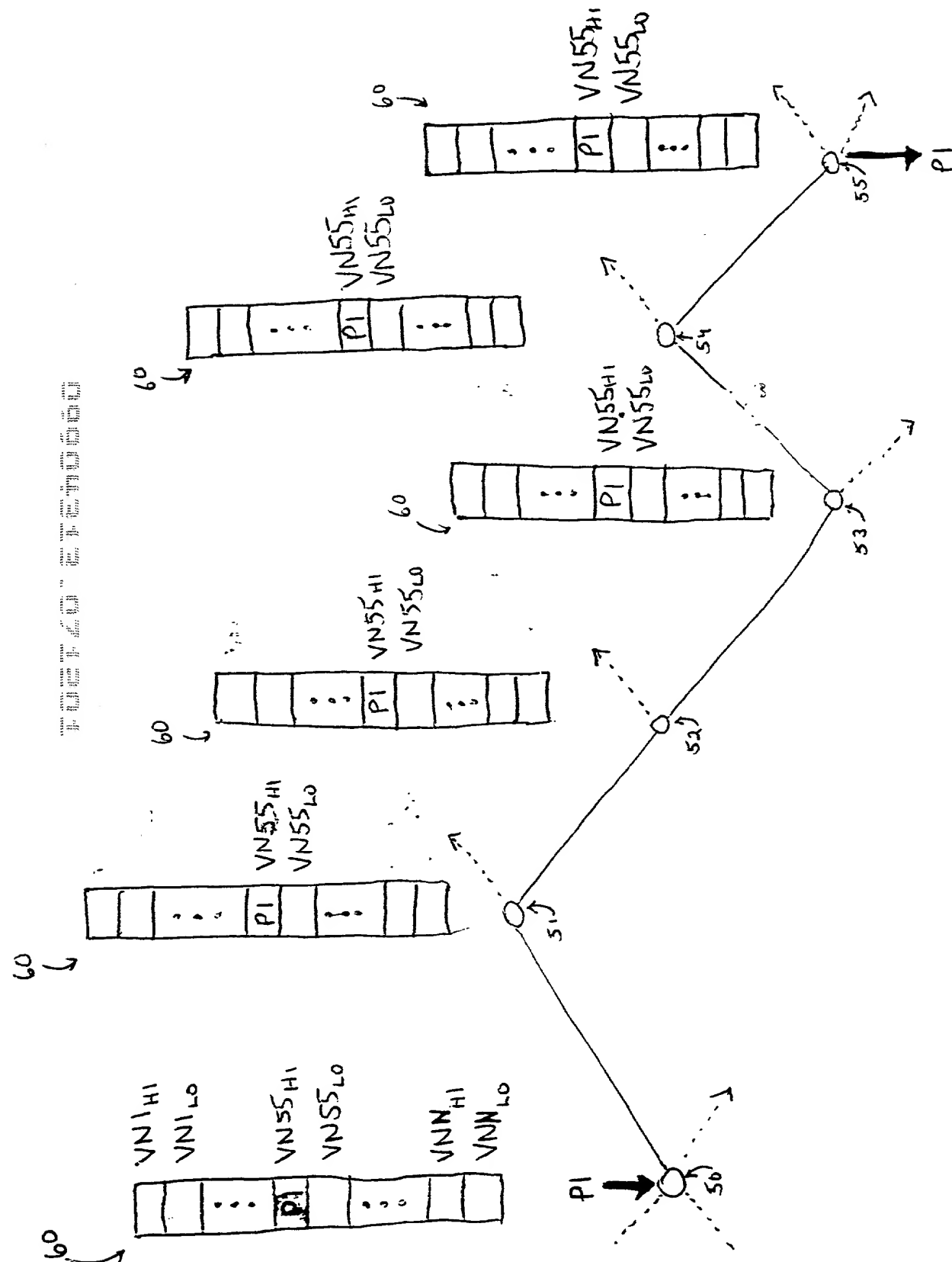


FIG. 6



PRIOR ART

Fig. 7

FIG. 8A

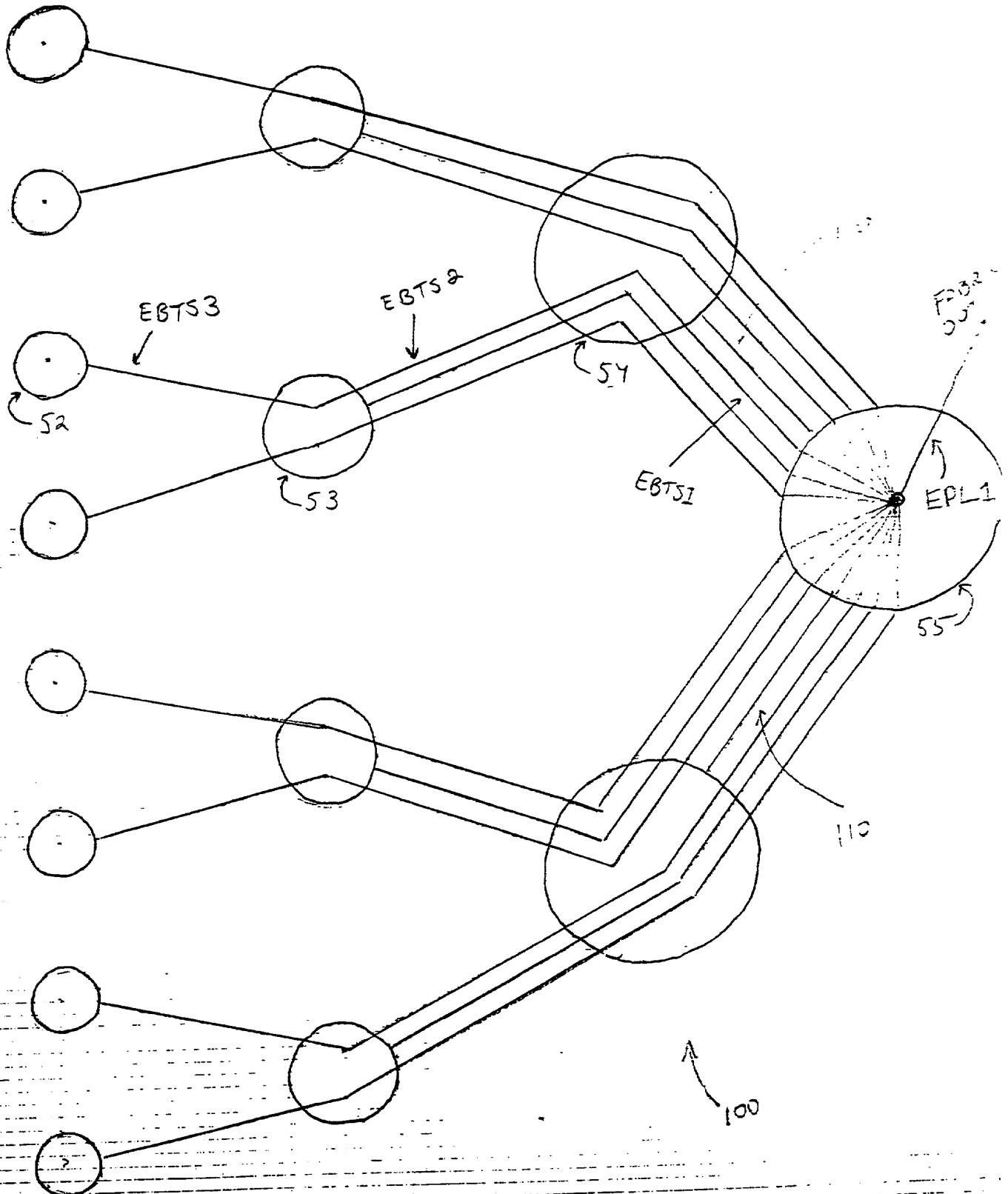


FIG. 8A

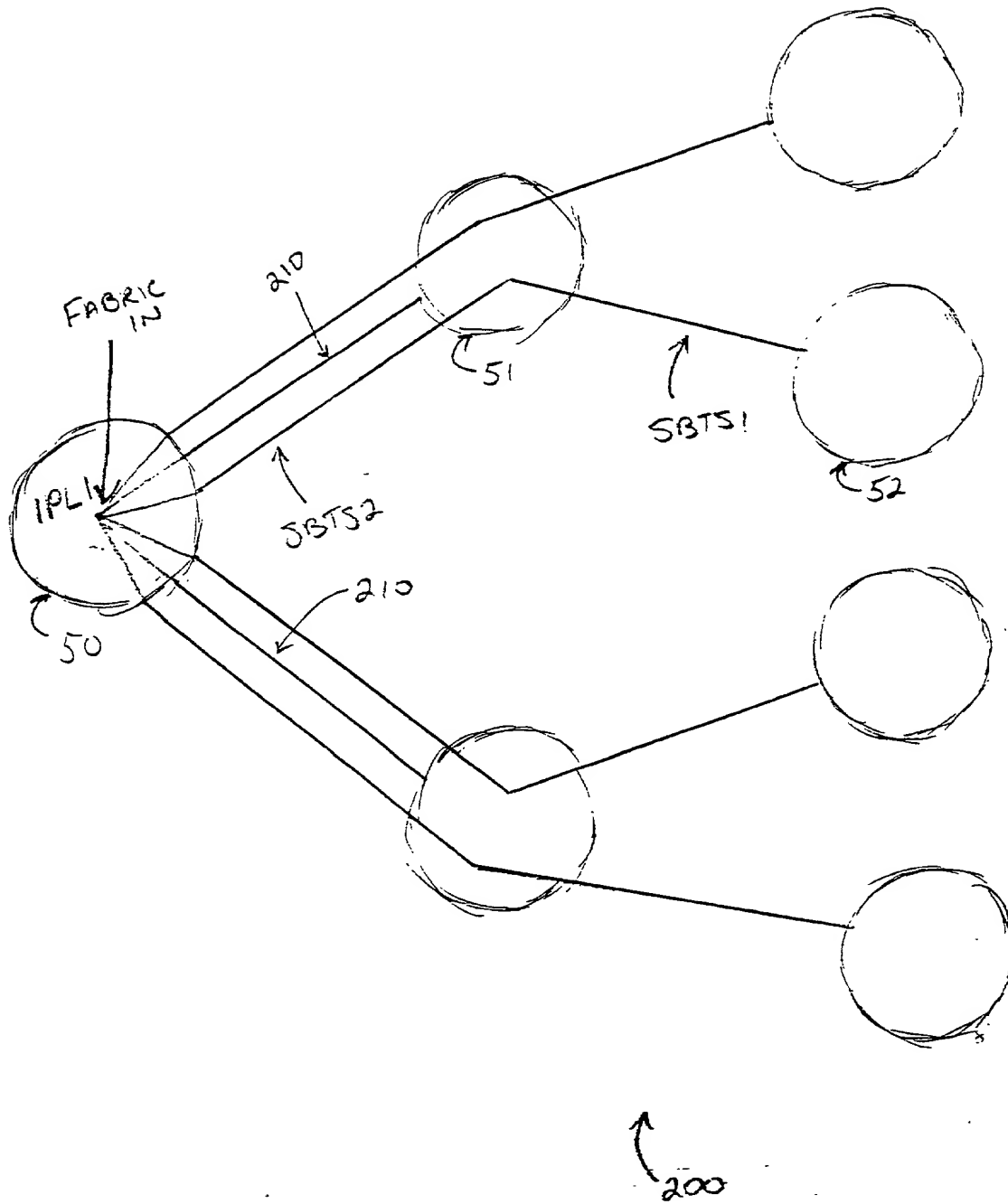


FIG. 8B

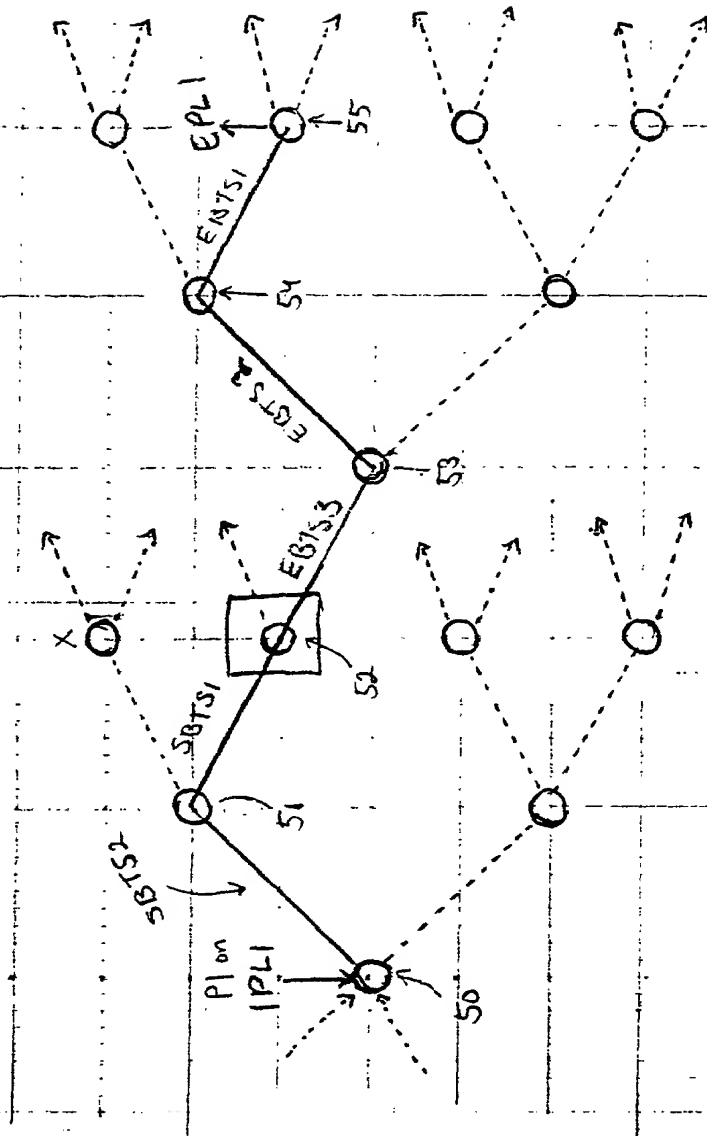
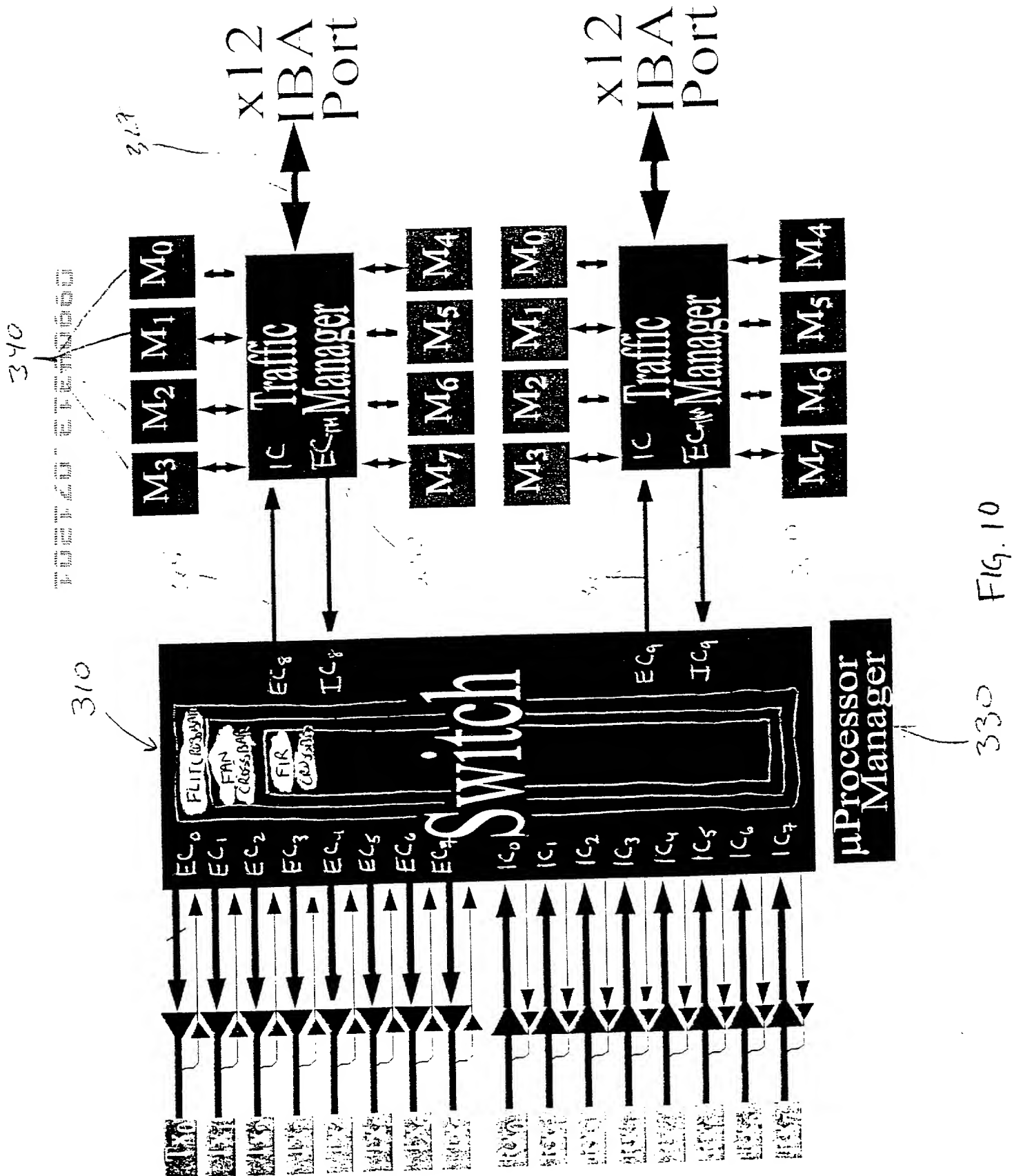


FIG. 9



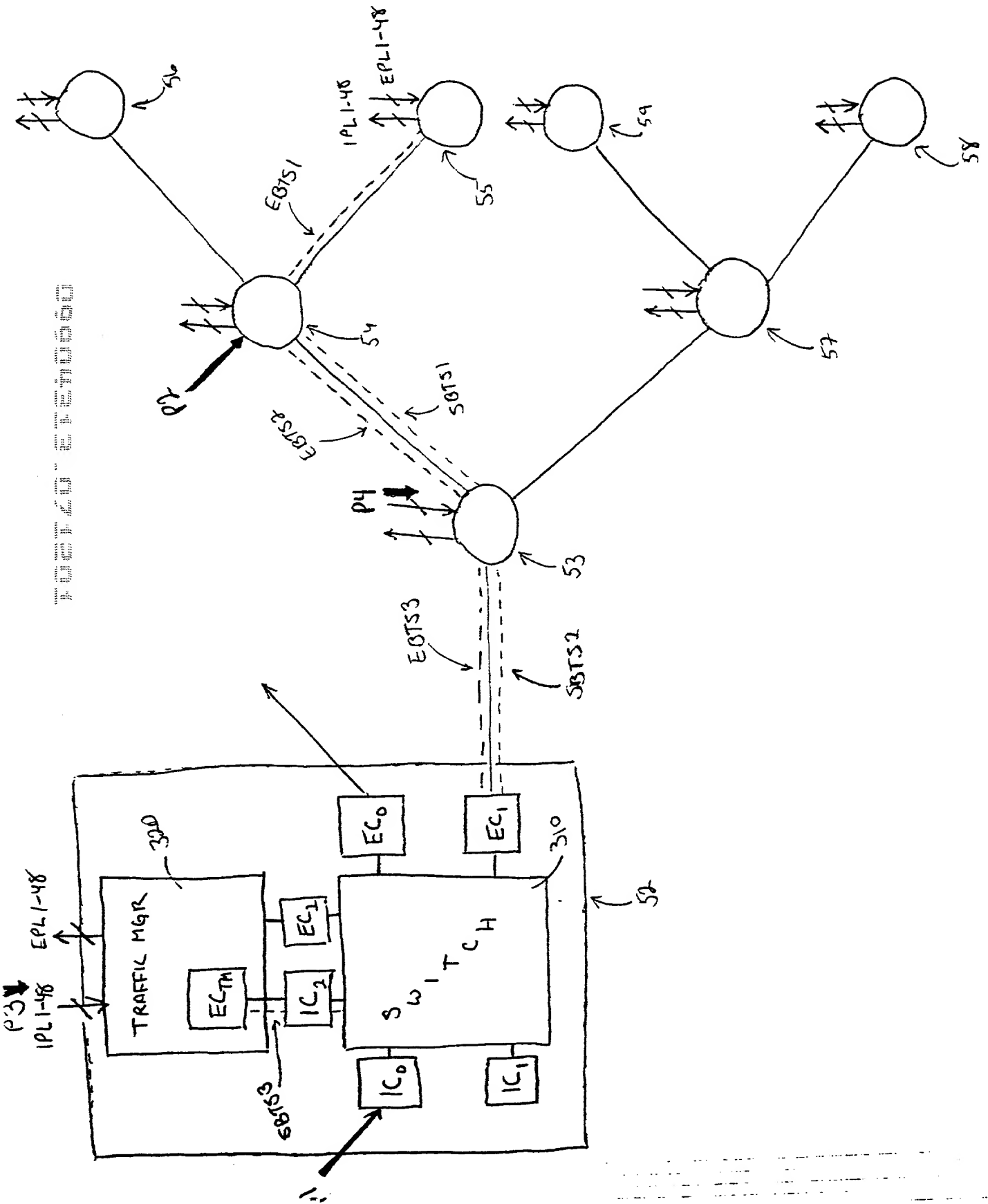


FIG. 11A

PACKET QUEUES FOR EBT SEGMENTS

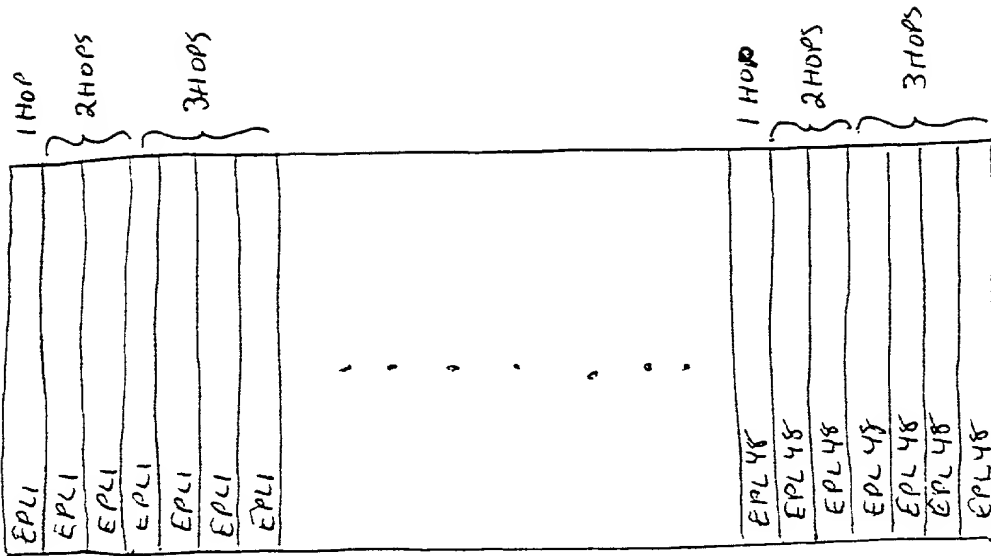


Fig. 11C

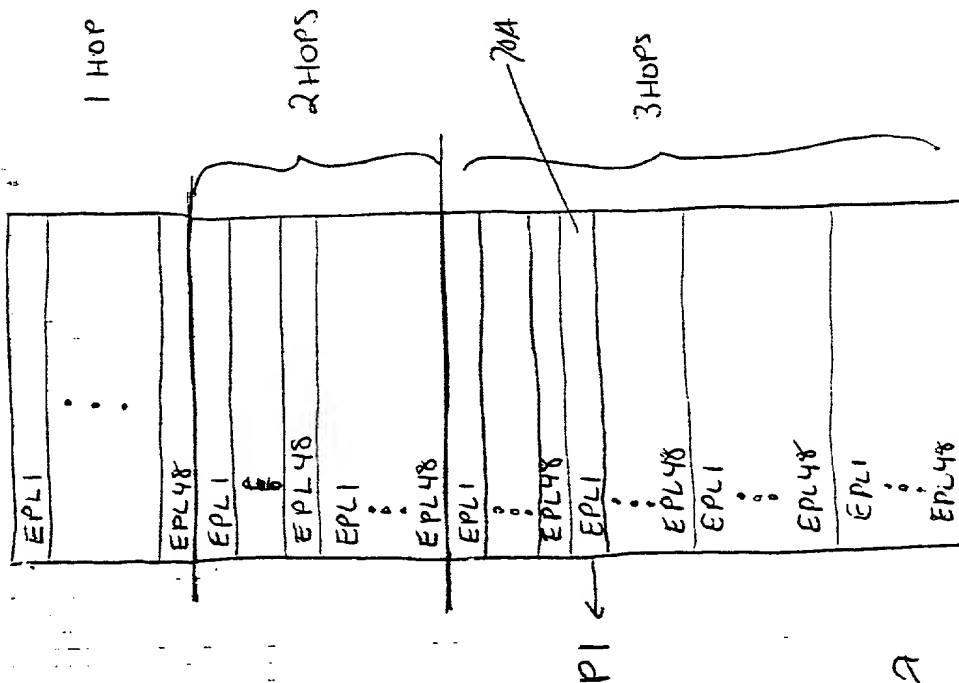


Fig. 11B

PACKET QUEUES FOR SUB-SEQUENTS

FIG. 11D

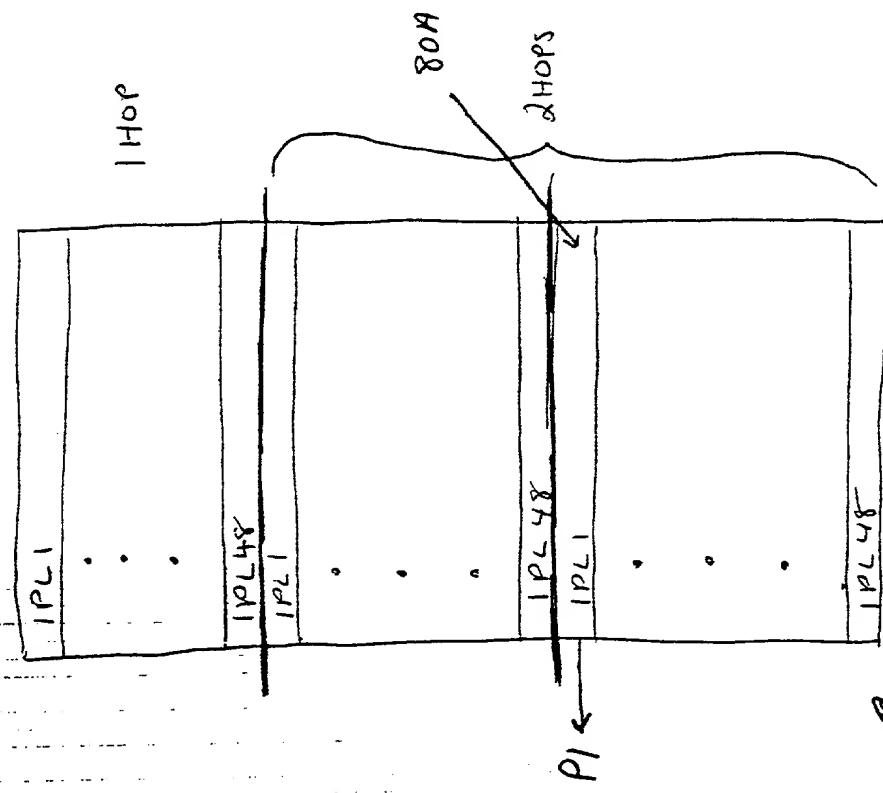


FIG. 11D

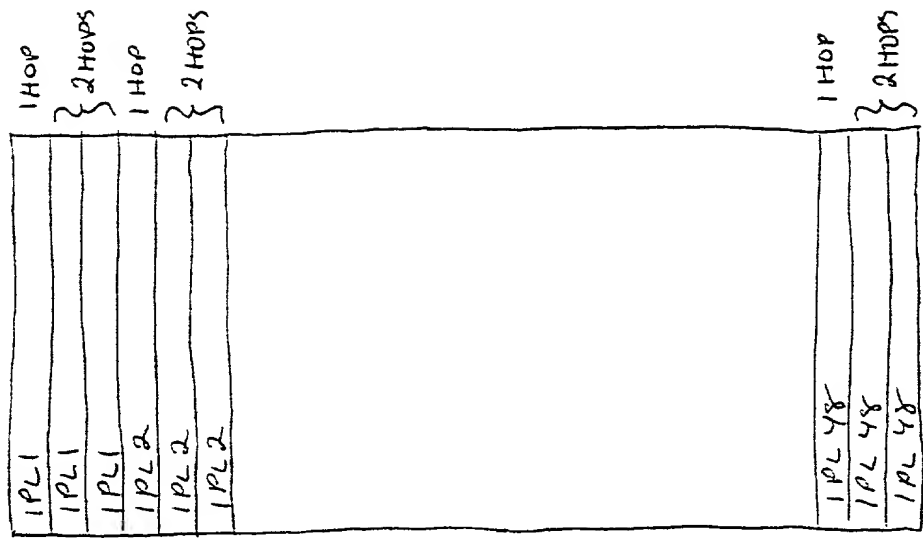
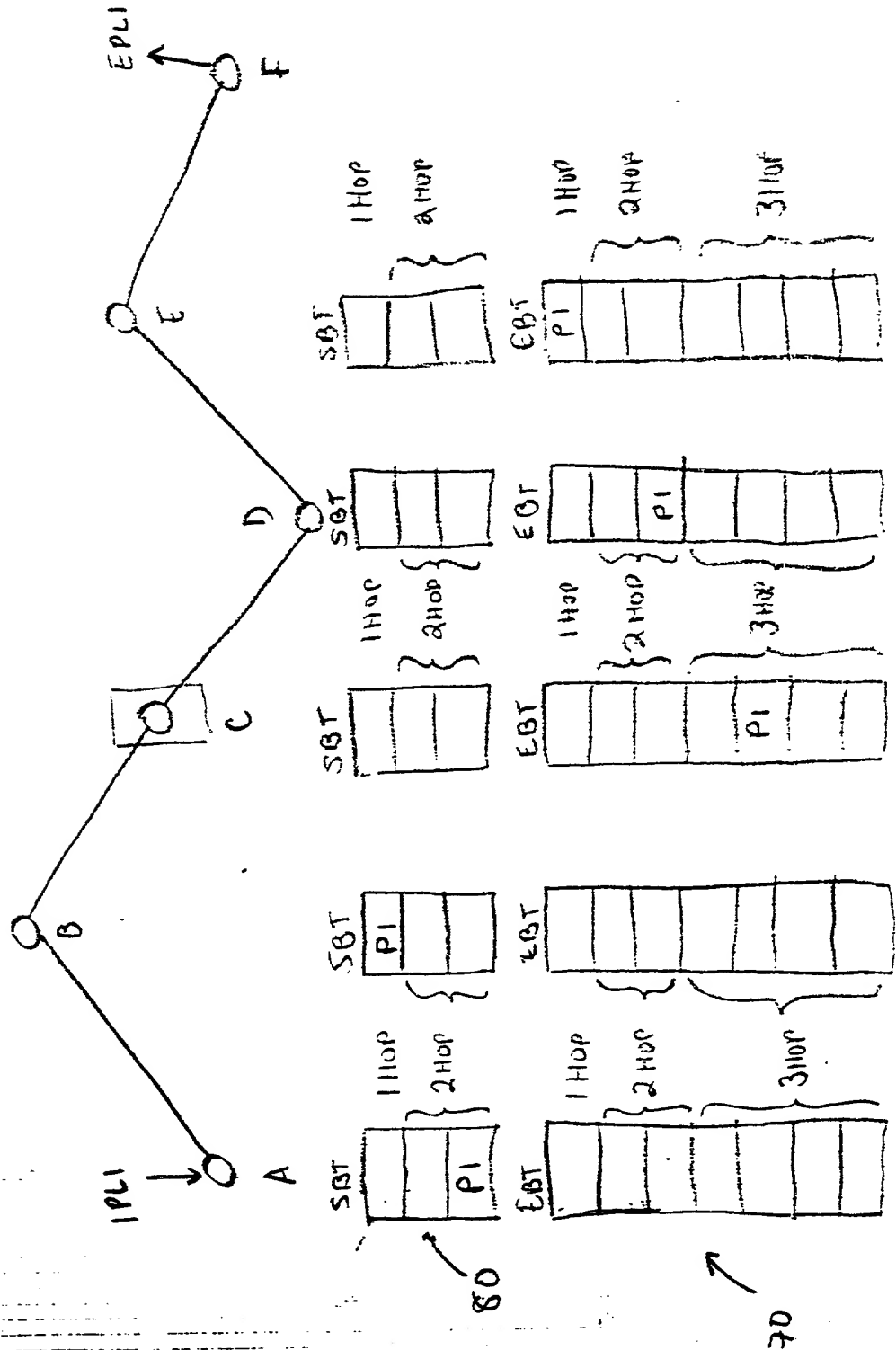


FIG. 11E



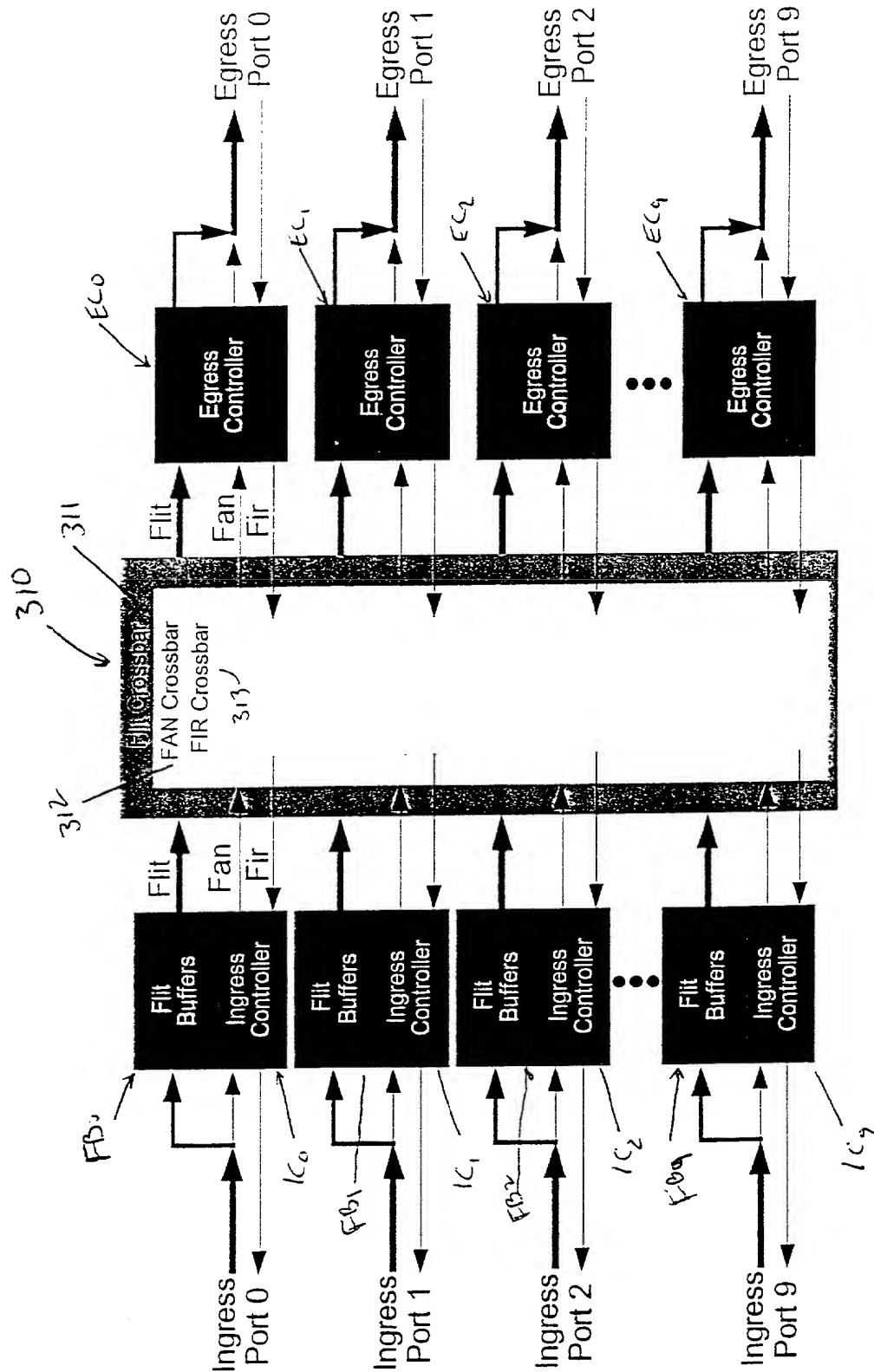


Fig. 12

CONTROL STRUCTURE	SIZE (IN BITS)	DESCRIPTION
IngressPacketState	1280x35=44,800	Each IngressPacketState structure manages the storage of a partially received packet on one of the ingress ports.
EgressLaneState	(128x30=3,480)	Each EgresslaneState structure supplies information used to process received Credits.
AvailableEgressLane	(128x1)	Each flag indicates that a particular lane is available or in use.
FanState	(512x44=22,528)	Each FanState structure holds one FAN waiting to be converted into a FIR and pointers which allow creating a linked list of packets waiting on a particular channel and a linked list of FANs comprising a particular packet.
AvailableFanState	(512x1)	Each flag indicates that a particular local FanState structure is available or in use.
WaitingForlanes	(2928x1)	Each flag indicates that a particular tunnel segment has a packet ready to be assigned to a lane as soon as one becomes available.
WaitingForFSM	(2928x1)	Each flag indicates that a particular channel has a FAN ready to be converted into a FIR as soon as the EgressController has bandwidth available to perform the conversion.
WaitingForFirFifo	(2304x1)	Each flag indicates that a particular lane has a FAN ready to convert into a FIR as soon as room in the FIR FIFO becomes non-full.
SegmentPointer	(2938x13=38,194)	Each SegmentPointer points to a a queue of packets waiting on a tunnel segment.

FIG. 13

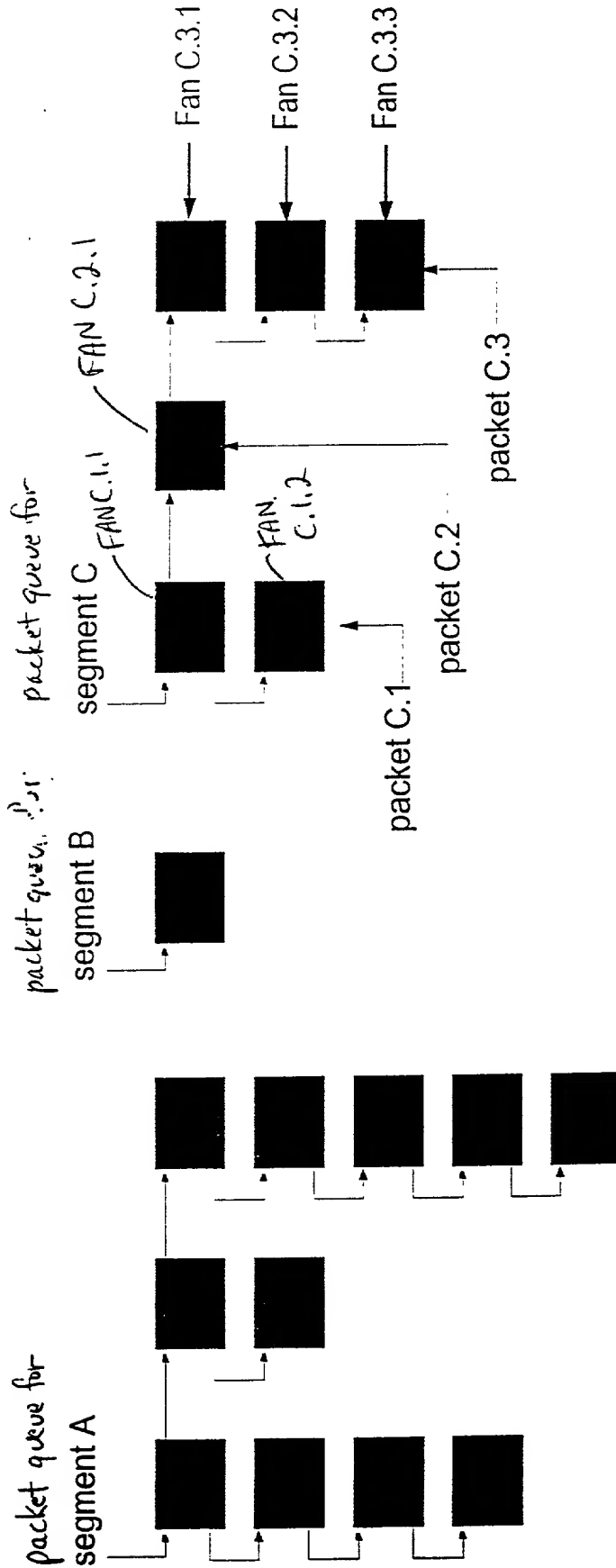


Fig. 14

FIG. 15

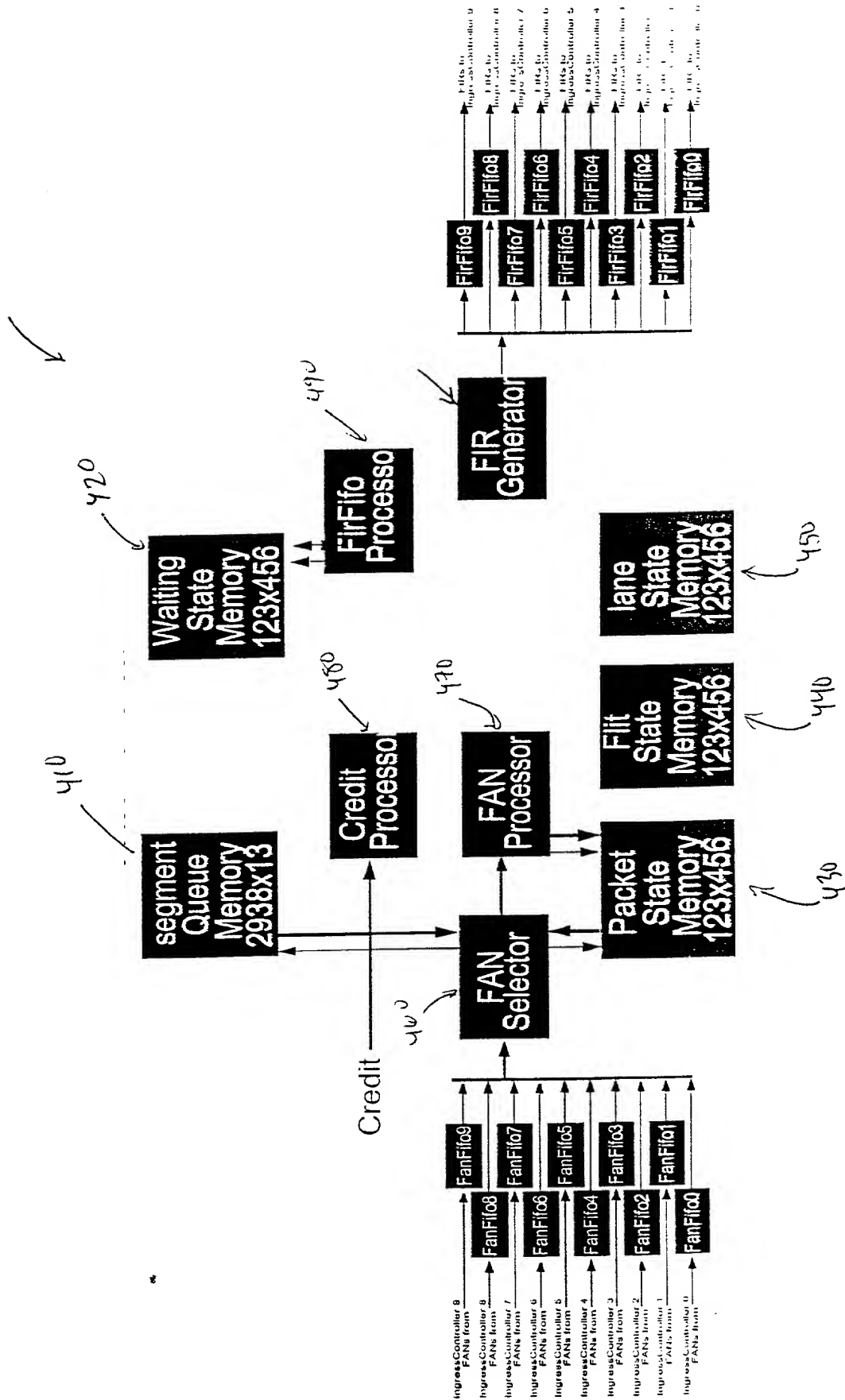


FIG. 15